



YEDA REINING PATTERN NRHA #3 OFFICIAL SCORE SHEET

1

MANEUVER	Stop & L Roll Back		Stop & R Roll Back		R. Circles OOO & Lead Change	L. Circles OOO & Lead Change	Stop	Back	4 Spins Right	4 Spins Left	Overall Ability	HDD	Penalties	Final Score
	1	2	3	4	5	6	7	8						
1 EXHB #	312													
	Penalty													
2 EXHB #	718													
	Penalty													
3 EXHB #	598													
	Penalty													
4 EXHB #	142													
	Penalty													
5 EXHB #	115													
	Penalty													
6 EXHB #	490													
	Penalty													
7 EXHB #														
	Penalty													
8 EXHB #														
	Penalty													
9 EXHB #														
	Penalty													
10 EXHB #														
	Penalty													

Comments

Circled penalties are deemed due to horse not rider and will not appear in the final score.
 Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.
 Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
 Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE



YEDA Official Score Sheet -- RAIL Class:

Open Rail SR High

WFS

2

Back #	Rider Comments	Overall Class Comments
1 980	legs back	
2 1516	good legs	
3 890	legs back	
4 394	good position	
5 1416	sit up	
6 1447	sit up	
7 1484	good upper body	
8 1246	sit up	
9		
10		
11		

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Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #3

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

Faults incurring a score of 0:

- 1 - point penalty
 - Rider allows horse to go too slow.
 - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty
 - Break of gait from walk or trot more than 2 strides
 - Break of gait at the lope
 - Starting on the incorrect lead, out of lead or cross canter during lead change
 - Trotting excessive strides during simple lead change
 - Too loose of rein

- Must be placed under rider/s without or not incurring faults.
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Lope LL Stop	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/2 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments	
																Maneuver
1	1598	Penalty														
		Maneuver Score	+1/2	+1/2	-1/2	+1	+1/2	-1/2	+1/2	+1/2	0					
		Totals	70 1/2	71	70 1/2	71 1/2	72	72	71 1/2	72	72 1/2					
2	392	Penalty														
		Maneuver Score	+1/2	-1	-3	-2	-2	-1	-1/2	-1	0					
		Totals	70 1/2	69 1/2	63 1/2	58 1/2	53 1/2	52 1/2	52	51		9				WRONG SIDE OF CORN
3	284	Penalty														
		Maneuver Score	+1	+1/2	-1/2	+1	+1	+1/2	0	0	-1/2					
		Totals	71	71 1/2	71	72	73	73 1/2	72	73						
4	1404	Penalty														
		Maneuver Score	+1/2	0	+1/2	+1	0P	+1	0	+1/2	-1/2					
		Totals	70 1/2	71	71	72	71	72	72	71						
5	243	Penalty														
		Maneuver Score	0	0	-1	+1/2	0	+1/2	+1	0	0					
		Totals	70	70	69	69 1/2	70	70	71	71						
6	313	Penalty														
		Maneuver Score	0	-1/2	-1	-1	-1	+1/2	0	-1/2	-1/2					
		Totals	69 1/2	68 1/2	64 1/2	63 1/2	64	63	64	63		3				
7		Penalty														
		Maneuver Score														
		Totals														
8		Penalty														
		Maneuver Score														
		Totals														

Judges Signature

#3 JRSR Sophie Ranch Riding



YEDA Official Score Sheet - RAIL

Class: #4 JB High Open Rail

WTS

Back #	Rider Comments	Overall Class Comments
1 1494	good position	
2 291	legs back	
3 1611	good legs	
4 443	sit up	
5 1698	lengthen legs	
6 1692	sit up	
7 1007	good position	
8 231	good seat	
9 1597	good position	
10		
11		

Judges Signature



YOUTH EQUESTRIAN DEVELOPMENT ASSOCIATION

YEDA Official Score Sheet - Ranch Horse Pattern #3

Updated June 2020

Scoring 0-100 with 70 denoting the average. Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

Faults incurring a score of 0:

- 1 - point penalty
 - Rider allows horse to go too slow.
 - Break of gait out of the walk or trot of 2 strides.
- 3 - point penalty
 - Break of gait from walk or trot more than 2 strides
 - Break of gait at the lope
 - Starting on the incorrect lead, out of lead or cross canter during lead change
 - Trotting excessive strides during simple lead change
 - Too loose of rein

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments

- Must be placed under rider/s without or not incurring faults
- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

Entry #	Maneuver Description	Lope LL Stop	1 1/2 Spin R	Lope RI o slow R	Change Leads	Lope O Fast L	Stop Back 6	1 1/4 Spin L	X Trot	Stop	Penalties	HDD	Overall Ability	Final Score	Comments
1	Penalty														
	Maneuver Score	0	+1/2	0	+1/2	0	+1	+1/2	+1/2	+1/2				73 1/2	
	Totals		70 1/2		71			72	72 1/2	73					
2	Penalty														
	Maneuver Score	0	0	0	+1/2	0	-1/2	+1/2	0	+1/2				71	
	Totals		70 1/2		70 1/2			70	70 1/2	71					
3	Penalty														
	Maneuver Score	+1/2	+1	-1	+1	-1	0	+1	0	0				11 1/2	wrong side of cone
	Totals	70 1/2	71 1/2	70 1/2	71 1/2	70 1/2		71 1/2							
4	Penalty														
	Maneuver Score	0	+1/2	+1/2	+1/2	0	+1/2	-2	+1/2	0				70 1/2	
	Totals		70 1/2	71	71 1/2			72	70						
5	Penalty														
	Maneuver Score	0	+1/2	-2	+1/2	-1	-1/2	+1/2	+1/2	+1/2				69	
	Totals		70 1/2	68 1/2	69	68	67 1/2	68							
6	Penalty														
	Maneuver Score	0	-1/2	0	+1	+1/2	-2	+1/2	+1/2	0				70	
	Totals		69 1/2		70 1/2	71	69	69 1/2	70						
7	Penalty														
	Maneuver Score	+1	+1/2	+1	-2	-2	0	0	0	0				65 1/2	
	Totals	71	71 1/2	72 1/2	67 1/2	65 1/2									
8	Penalty														
	Maneuver Score														
	Totals														

Judges Signature

#5 JK/SR Sophie
Ranch Riding



YEDA Official Score Sheet -- RAIL

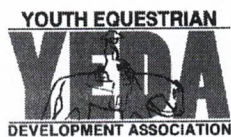
Class: # 6 Sr. Emerald Rail

Back #	Rider Comments	Overall Class Comments
1 1189	good position	
2 1065	good position	
3 275	good upper body	
4 457	leg back	
5 685	squre your shoulders	
6 1084	good position	
7 1105	legs back	
8 1526	legs back	
9 237	sit up	
10 781	good position	
11		


Judges Signature

Judges Signature

#7 Diamond



YEDA Official Score Sheet - Diamond Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

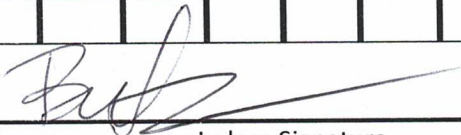
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers								F & E	H D D	Total	Comments
		Walk	Jog	Stop 180 L	Lope	Jog	Stop 180 R	X Jog					
		1-2	3	4	5	6	7	8					
1	312												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	0	0	-1/2	+1/2	2		73		
	Totals	70 1/2	71				70 1/2	71					
2	778												
	Penalty												
	Maneuver Score	0	0	+1/2	+1	+1/2	+1/2	-1	2		73 1/2		
	Totals			70 1/2	71 1/2	72	72 1/2	71 1/2					
3	1115												
	Penalty												
	Maneuver Score	0	0	-1/2	+1/2	0	-1/2	+1/2	2		72		
	Totals			69 1/2	70		69 1/2	70					
4	490												
	Penalty												
	Maneuver Score	0	0	0	+1	+1/2	+1/2	+1	2		75		
	Totals				71	71 1/2	72	73					
5	598												
	Penalty												
	Maneuver Score	0	+1/2	0	+1	+1	+1/2	+1/2	2 1/2		76		
	Totals		70 1/2		71 1/2	72 1/2	73	73 1/2					
6	142												
	Penalty		3										
	Maneuver Score	0	-1	-2	0	+1/2	0	0	2	1 1/2	68		
	Totals		66	64		64 1/2							
7													
	Penalty												
	Maneuver Score												
	Totals												
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

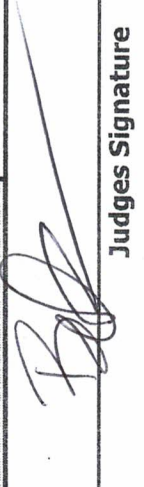

Judges Signature

YEDA Official Score Sheet -- RAIL Class:

Class: SR Opal Rail

WH

Back #		Rider Comments	Overall Class Comments
1	967	sit back	
2	1289	shoulders back	
3	1323	legs back	
4	1500	hands up / shorten reins	
5	1426	good position	
6			
7			
8			
9			
10			
11			


 Judges Signature



YEDA Official Score Sheet - Sapphire / Alumni Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average. Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1/2
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 point increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 point increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	X-Jog	Stop 270 R	Jog	Lope LL	Stop Back				
1	948	0	+1	+1	0	+1/2	-1	2	72 1/2		
2	727	0	0	0	0	-1/2	69 1/2	1	69 1/2		
3	392	+1/2	+1/2	0	+1/2	0	71 1/2	2	74		
4	284	0	+1/2	0	-1	-2	62	1 1/2	63 1/2		
5	1598	0	-1/2	+1/2	0	+1/2	71 1/2	1 1/2	73		
6	569	+1/2	+1/2	-1/2	-1	+1	71	1 1/2	72 1/2	+	
7	921	0	0	0	-1	0	69 1/2	1 1/2	71		
8											
9											

Judges Signature

[Handwritten Signature]

7/9 JR/SR

Sapphire Alumni Pattern

sp. A

YEDA Official Score Sheet – Amber EWD Pattern 3&4
Updated 2020

#11 ewd
 Amber

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

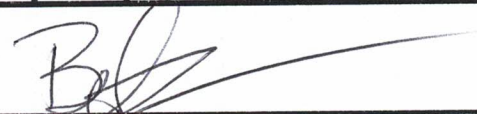
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Stop Back	Extend Walk	Reg Walk	Stop					
1	Penalty							2		74	
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2					
	Totals		71			72					
2	Penalty							2 1/2		75	
	Maneuver Score	+1	+1	0	+1/2	0					
	Totals		72		72 1/2						
3	Penalty										
	Maneuver Score										
	Totals										
4	Penalty										
	Maneuver Score										
	Totals										
5	Penalty										
	Maneuver Score										
	Totals										
6	Penalty										
	Maneuver Score										
	Totals										
7	Penalty										
	Maneuver Score										
	Totals										
8	Penalty										
	Maneuver Score										
	Totals										



 Judges Signature



YEDA Official Score Sheet -- RAIL

Class:

12 Pearl Rail sp A.

WT

Back #	Rider Comments	Overall Class Comments
1	14501 sit up	
2	370 good position	
3	1072 sit down	
4	10007 good legs	
5	1168 good legs/sit up	
6	1419 heels down	
7	876 sit down	
8		
9		
10		
11		

Judges Signature

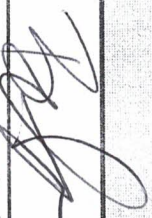


YEDA Official Score Sheet - RAIL

Class: # 13 pearl Rail split B

W/T

Back #	Rider Comments	Overall Class Comments
1 333	sit back	
2 1281	sit up	
3 10669	lengthen leg	
4 1507	point arch back	
5 15999	sit up	
6 14888	good legs uneven reins	
7 182	good lower leg	
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 3
Updated 2020

#14 JR Opal
Split A

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back					
1	1447												
	Penalty												
	Maneuver Score	0	+1	-1/2	0	+1/2		+1	1 1/2		73 1/2		
	Totals		71	70 1/2		71		72					
2	1597												
	Penalty	OP						3					wrong side of A, C, D
	Maneuver Score	0	-1/2	-1/2	0	-1		-1	1		65		
	Totals		69 1/2	69		65		64					
3	1692												
	Penalty	OP						OP					wrong side A, C, D
	Maneuver Score	0	0	+1/2	0	+1		+1/2	1 1/2		73 1/2		
	Totals			70 1/2		71 1/2		72					
4	1240												
	Penalty												
	Maneuver Score	0	0	-1/2	+1/2	+1/2		+1/2	1		72		
	Totals			69 1/2	70	70 1/2		71					
5	291												
	Penalty												legs
	Maneuver Score	0	-1/2	-1/2	0	0		0	1		70		
	Totals		69 1/2	69									
6	1007												
	Penalty												
	Maneuver Score	+1/2	0	-1/2	+1/2	0		+1/2	1 1/2		72 1/2		
	Totals	70 1/2		70	70 1/2			71					
7	1611												
	Penalty												
	Maneuver Score	+1/2	+1/2	+1	+1/2	+1/2		+1	1 1/2		75 1/2		
	Totals	70 1/2	71	72	72 1/2	73		74					
8	1494												
	Penalty												
	Maneuver Score	+1/2	+1	-1/2	+1/2	+1		0	2		74 1/2		
	Totals	70 1/2	71 1/2	71	71 1/2	72 1/2							
9	890												
	Penalty												reins too long
	Maneuver Score	-1/2	0	-2	0	-1		0	1		67 1/2		
	Totals	69 1/2		67 1/2		66 1/2							

[Signature]
Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 3
Updated 2020

#15 JR. Opal pattern (B)

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Jog	Jog	Walk	Walk	Stop Back				
		1	2	3	4	5	6	7				
1	443											
	Penalty											
	Maneuver Score	0	+1/2	+1	+1/2	+1			-1/2	2	74 1/2	
	Totals		70 1/2	71 1/2	72	73			72 1/2			
2	1484											
	Penalty											
	Maneuver Score	+1	+1/2	+1	-1	+1			+1/2	2 1/2	75 1/2	
	Totals	71	71 1/2	72 1/2	71 1/2	72 1/2			73			
3	1698											
	Penalty											
	Maneuver Score	+1/2	+1/2	-1/2	-1	+1/2			+1	2	73	
	Totals	70 1/2	71	70 1/2	69 1/2	70			71			
4	394											
	Penalty											
	Maneuver Score	+1/2	+1/2	0	0	+1			+1	2	75	
	Totals		71			72			73			
5	980											
	Penalty											
	Maneuver Score	+1/2	0	+1	0	+1/2			0	2	74	
	Totals	70 1/2		71 1/2		72						
6	1516											
	Penalty											
	Maneuver Score	+1/2	+1	+1	+1/2	+1/2			0	1 1/2	75	
	Totals	70 1/2	71 1/2	72 1/2	73	73 1/2						
7	1416											
	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1			-1/2	2 1/2	75 1/2	
	Totals	70 1/2	71 1/2	72	72 1/2	73 1/2			73			
8	231											
	Penalty											
	Maneuver Score	0	+1	+1	+1/2	+1			+1	2	76 1/2	
	Totals		71	72	72 1/2	73 1/2			74 1/2			
9												
	Penalty											
	Maneuver Score											
	Totals											

Bob
Judges Signature

YEDA Official Score Sheet - Opal // Pearl Pattern 3
Updated 2020

16 SR Opal

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back				
1	1289	1	2	3	4	5	6	7				
	Penalty			OP								
	Maneuver Score	+1/2	0	-3	+1/2	+1		+1/2	1		70 1/2	ran over cone
	Totals	70 1/2		67 1/2	68	69		69 1/2				
2	1426											
	Penalty											
	Maneuver Score	+1	+1	+1	+1	+1		+1/2	2		77 1/2	
	Totals	71	72	73	74	75		75 1/2				
3	1500											
	Penalty											
	Maneuver Score	+1/2	+1	+1	+1	+1		+1	2 1/2		78	
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	74 1/2		75 1/2				
4	1323											
	Penalty					3						
	Maneuver Score	+1/2	0	0	0	-1		0	1		67 1/2	
	Totals	70 1/2				66 1/2						
5	967											
	Penalty											
	Maneuver Score	+1/2	+1/2	-1/2	+1/2	+1/2		0	2		73 1/2	
	Totals		71	70 1/2	71	71 1/2						
6												
	Penalty											
	Maneuver Score											
	Totals											
7												
	Penalty											
	Maneuver Score											
	Totals											
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 3
Updated 2020

17 Pearl split A

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back					
1	1069												
	Penalty												
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1/2		0	1 1/2		74		
	Totals		71		72	72 1/2							
2	1168												
	Penalty												
	Maneuver Score	+1/2	+1/2	0	0	+1/2		+1/2	2		74		
	Totals		71					72					
3	370												
	Penalty												
	Maneuver Score	+1	+2	+1 1/2	+2	+2		+1	3		82 1/2		
	Totals	71	73	74 1/2	76 1/2	78 1/2		79 1/2					
4	1507												
	Penalty												
	Maneuver Score	+1/2	+1	+1	+1	+1/2		+1/2	2		76 1/2		
	Totals	70 1/2	71 1/2	72 1/2	73 1/2	74		74 1/2					
5	1281												
	Penalty												
	Maneuver Score	0	+1/2	0	+1/2	+1		0	1 1/2		73 1/2		
	Totals		70 1/2		71	72							
6	1488												
	Penalty												
	Maneuver Score	0	-1	0	0	+1/2		+1	1 1/2		72		
	Totals		69			69 1/2		70 1/2					
7	876												
	Penalty				3								
	Maneuver Score	+1/2	-1/2	-1	-1/2	+1/2		+1/2	1 1/2		68		
	Totals		70	69	65 1/2	66		66 1/2					
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

Belt

Judges Signature

YEDA Official Score Sheet - Opal / Pearl Pattern 3

Updated 2020

18 pearl pattern B

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break of gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Jog O	Jog	Walk	Walk	Stop Back					
1	1419												
	Penalty												
	Maneuver Score	0	+1/2	+1/2	+1/2	+1/2		0	1 1/2		73 1/2		
	Totals		70 1/2	71	71 1/2	72							
2	182												
	Penalty												
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1		+1	2		76 1/2		
	Totals	70 1/2	71 1/2	72	72 1/2	73 1/2		74 1/2					
3	1599												
	Penalty												
	Maneuver Score	+1/2	+1/2	-1 1/2	+1/2	+1		+1	2		74		
	Totals		71	69 1/2	70	71		72					
4	333												
	Penalty												
	Maneuver Score	+1/2	+1/2	+1/2	+1/2	+1		+1/2	2		75 1/2		
	Totals		71	71 1/2	72	73		73 1/2					
5	1459												
	Penalty												
	Maneuver Score	0	+1	+1/2	+1	+1		+1	2 1/2		77		
	Totals		71	71 1/2	72 1/2	73 1/2		74 1/2					
6	1667												
	Penalty				1								
	Maneuver Score	+1/2	+1	+1	0	+1		0	2 1/2		75		
	Totals	70 1/2	71 1/2	72 1/2	71 1/2	72 1/2							
7	1072												
	Penalty												
	Maneuver Score	+1/2	0	0	-1/2	-1/2		0	1 1/2		71		
	Totals	70 1/2			70	69 1/2							
8													
	Penalty												
	Maneuver Score												
	Totals												
9													
	Penalty												
	Maneuver Score												
	Totals												

[Signature]
Judges Signature

YEDA Official Score Sheet – Ruby Pattern 3
Updated 2020

19 SR. Ruby
 Pattern

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	870	Penalty										
		Maneuver Score	+1/2	0	0	+1/2	-1/2	+1/2	2		73	
		Totals	70 1/2			71	70 1/2	71				
2	1652	Penalty										
		Maneuver Score	+1/2	+1/2	+1/2	+1	0	-1/2	2		74	
		Totals	70 1/2	71	71 1/2	72 1/2		72				
3	173	Penalty			1							
		Maneuver Score	+1	0	-1	0	+1/2	-1/2	2		71	
		Totals	71		69		69 1/2	69				
4	1183	Penalty										
		Maneuver Score	+1/2	+1	0	+1/2	+1/2	0	2		74 1/2	
		Totals	70 1/2	71 1/2		72	72 1/2					
5	1571	Penalty			1							
		Maneuver Score	+1/2	+1/2	-1	-1	0	0	1 1/2		69 1/2	
		Totals		71	69	68						
6	285	Penalty										
		Maneuver Score	+1	+2	+1	+1	+2	+1	3		81	
		Totals	71	73	74	75	77	78				
7	1470	Penalty										
		Maneuver Score	+1/2	0	0	+1/2	+1/2	+1/2	1 1/2		73 1/2	
		Totals	70 1/2			71	71 1/2	72				
8		Penalty										
		Maneuver Score										
		Totals										
9		Penalty										
		Maneuver Score										
		Totals										

[Signature]
 Judges Signature

20 JR. Ruby pattern



YEDA Official Score Sheet – Ruby Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk	Jog	R Corner Lope RL	R Corner Walk	Jog	Stop Back					
1	1592											
	Penalty											
	Maneuver Score	+1/2	+1	+2	+1	+1	+1				78 1/2	
	Totals	70 1/2	71 1/2	73 1/2	74 1/2	75 1/2	76 1/2	2				
2	467				1							
	Penalty											
	Maneuver Score	+1/2	+1	+1/2	0	+1/2	+1				74	
	Totals	70 1/2	71 1/2	72	71	71 1/2	72 1/2	1 1/2				
3	134											
	Penalty											
	Maneuver Score	+1/2	0	+2	+1	+1	+1				77 1/2	
	Totals	70 1/2		72 1/2	73 1/2	74 1/2	75 1/2	2				
4	1150											
	Penalty											
	Maneuver Score	+1/2	+1/2	0	+1/2	+1/2	-1/2				73 1/2	
	Totals	70 1/2	71		71 1/2	72	71 1/2	2				
5	251											
	Penalty											
	Maneuver Score	+1/2	+1	+1/2	+1/2	+1/2	+1				76 1/2	
	Totals	70 1/2	71 1/2	72	72 1/2	73	74	2 1/2				
6	145				1							
	Penalty											
	Maneuver Score	+1/2	+1	-2	-1	+1/2	+1				70	
	Totals	70 1/2	71 1/2	69 1/2	67 1/2	68	69	1				
7	405											
	Penalty											
	Maneuver Score	+1	+1/2	+2	+1	+1	+1				79	
	Totals	71	71 1/2	73 1/2	74 1/2	75 1/2	76 1/2	2 1/2				
8												
	Penalty											
	Maneuver Score											
	Totals											
9												
	Penalty											
	Maneuver Score											
	Totals											

[Signature]
Judges Signature

YEDA Official Score Sheet - Emerald Pattern 3

Updated 2020

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

2
1 of
pattern

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise
- White on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the reins
- Spurting in front of the cinch.

Major Faults (-3 points)

- Break of gait at walk or jog for up to 2 strides.
- Not performing gait or stopping when called for a pattern
- Within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/2 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments
Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver	Description	Maneuvers					F & E	HDD	Total	Comments
			Walk	Jog	Lope	Stop	Back				
1	477	Maneuver	0	+1/2	-1	-1/2	-1/2	70	1 1/2		
		Maneuver Score									
		Totals									
2	1560	Maneuver	+1/2	+1/2	+1/2	0	+1/2	73 1/2	1 1/2		wrong side of cone
		Maneuver Score									
		Totals									
3	198	Maneuver	0	0	0	-1	-1/2	69	1 1/2		
		Maneuver Score									
		Totals									
4	1208	Maneuver	0	-1/2	+1/2	+1/2	+1/2	72 1/2	1 1/2		
		Maneuver Score									
		Totals									
5	1525	Maneuver	+1/2	+1/2	+1/2	+1	0	74 1/2	2		
		Maneuver Score									
		Totals									
6	1554	Maneuver	-1	0	0	-2	+1/2	62 1/2	1		
		Maneuver Score									
		Totals									
7	481	Maneuver	0	+1/2	0	0	0	69	1 1/2		
		Maneuver Score									
		Totals									
8	1136	Maneuver	+1/2	+1	+1	+1	+1/2	76	2		
		Maneuver Score									
		Totals									
9	1257	Maneuver	0	0	-1/2	0	+1/2	71 1/2	1 1/2		
		Maneuver Score									
		Totals									

Judges Signature

[Handwritten Signature]

21

JR emerald

YEDA Official Score Sheet - Emerald Pattern 3
Updated 2020

21 JR emerald
 2 of 2

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop Back				
10 1	Penalty		-1							
	Maneuver Score	0	0	-1/2	0	-1	1		68 1/2	
	Totals		69	68 1/2		67 1/2				
11 2	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1	0	1 1/2		73 1/2	
	Totals		70 1/2	71	72					
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

[Signature]
 Judges Signature



YEDA Official Score Sheet – Emerald Pattern 3

Updated 2020

22 Alumni
Emerald

Scoring 0-100 with 70 denoting the average.
Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop Back				
1	Penalty				1		1 1/2		71	
	Maneuver Score	0	+1/2	-1/2	0	+1/2				
	Totals		70 1/2	70	69	69 1/2				
2	Penalty						2		73	
	Maneuver Score	+1/2	0	0	+1/2	0				
	Totals	70 1/2			71					
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									

 Judges Signature

23 SR. emerald pattern
 1 of 2

YEDA Official Score Sheet - Emerald Pattern 3
 Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments
 *Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope T/PRL	Walk	Stop Back				
1	781									
	Penalty			3						
	Maneuver Score	+1/2	+1	-1	-1	+1/2	1 1/2		68 1/2	
	Totals	70 1/2	71 1/2	67 1/2	66 1/2	67				
2	1105									
	Penalty									
	Maneuver Score	+1/2	0	0	+1/2	+1/2	1 1/2		73	
	Totals	70 1/2			71	71 1/2				
3	1065									
	Penalty		1	3						
	Maneuver Score	+1/2	0	-1	+1/2	+1/2	1 1/2		68	
	Totals	70 1/2	69 1/2	65 1/2	66	66 1/2				
4	685									
	Penalty									
	Maneuver Score	+1/2	0	-1/2	+1/2	+1/2	1 1/2		72 1/2	
	Totals	70 1/2		70		71				
5	237									
	Penalty			(5)						
	Maneuver Score	0	+1/2	+1	+1/2	+1/2	1 1/2		74	
	Totals		70 1/2	71 1/2	72	72 1/2				
6	275									
	Penalty			3						
	Maneuver Score	0	-1/2	0	+1/2	+1/2	2		69 1/2	
	Totals		69 1/2	66 1/2	67	67 1/2				
7	1189									
	Penalty									
	Maneuver Score	0	+1/2	+1/2	+1/2	0	1 1/2		73	
	Totals		70 1/2	71	71 1/2					
8	1526									
	Penalty									
	Maneuver Score	-1	0	+1/2	+1/2	+1	1 1/2		72 1/2	
	Totals	69		69 1/2	70	71				
9	1084									
	Penalty									
	Maneuver Score	+1/2	+1	+1	0	0	3		75 1/2	
	Totals	70 1/2	71 1/2	72 1/2						

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 Judges Signature

YEDA Official Score Sheet – Emerald Pattern 3
Updated 2020

23 SR Emerald
 2 of 2

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Lope RL	Walk	Stop Back				
10 1	Penalty			3			12	69		
	Maneuver Score	+1/2	0	-1	0	+1/2				
	Totals	70 1/2		66 1/2		67				
2	Penalty									
	Maneuver Score									
	Totals									
3	Penalty									
	Maneuver Score									
	Totals									
4	Penalty									
	Maneuver Score									
	Totals									
5	Penalty									
	Maneuver Score									
	Totals									
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									



 Judges Signature



YEDA Official Score Sheet – RAIL

Class: 24 SB High Ruby Rail

Back #	Rider Comments	Overall Class Comments
1 173	legs back	
2 870	good legs	
3 1052	lengthen leg	
4 1183	good legs	
5 285	good position	
6 1571	good seat	
7 1470	legs back	
8		
9		
10		
11		

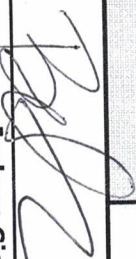
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Judges Signature



YEDA Official Score Sheet – RAIL Class: 25 JR Ruby Reed

Back #	Rider Comments	Overall Class Comments
1 405	sit up	
2 145	good legs	
3 1592	good position	
4 467	good legs	
5 251	sit back	
6 1150	sit up	
7 B4	good seat	
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – RAIL Class: 216 JR emerald Rail

Back #	Rider Comments	Overall Class Comments
1 461	lower leg back	
2 1257	good seat	
3 1136	sit up	
4 1480	good lower leg	
5 1208	legs back	
6 198	good position	
7 477	heels down	
8 1125	lengthen leg	
9 1500	lengthen leg	
10 1554	good seat	
11 1525	good legs	


Judges Signature



YEDA Official Score Sheet -- RAIL

Class: 27 Alumni Emerald

Back #	Rider Comments	Overall Class Comments
1 1579	legs back	
2 1521	good position	
3		
4		
5		
6		
7		
8		
9		
10		
11		

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Judges Signature